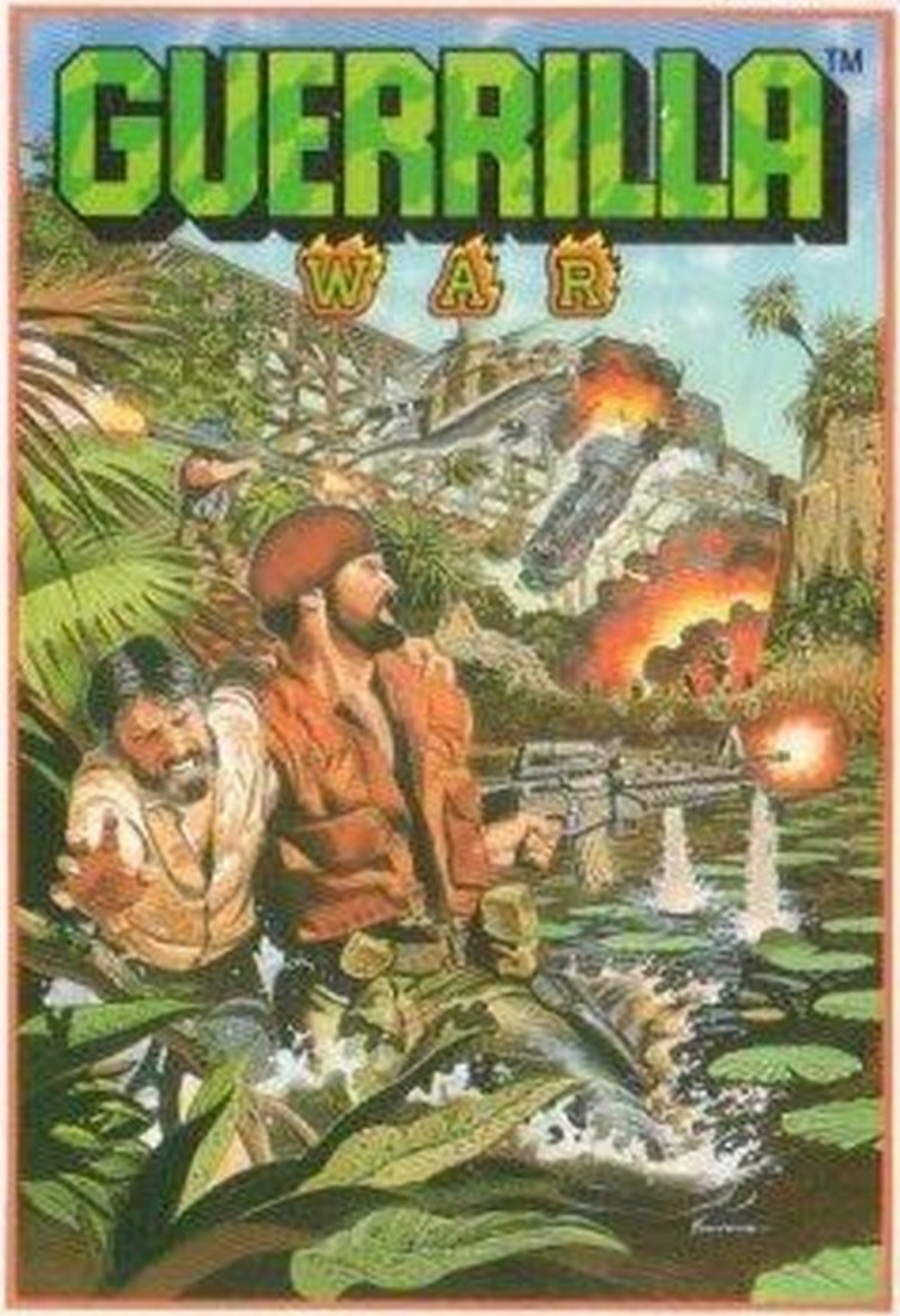
NES-GW-USA

INSTRUCTION MANUAL



SNK

THIS GAME IS LICENSED BY NINTENDO FOR PLAY ON THE

Nintendo

ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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WARNING

- As the cassette is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the terminals and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

Thank you for selecting GUERRILLA WAR from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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THE CONTROLLER

Control Pad:

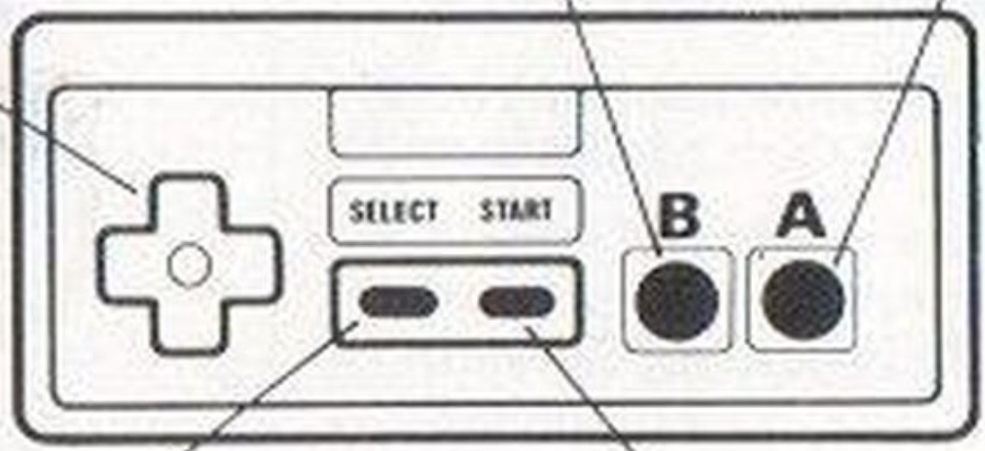
Moves heroes in eight directions. Also controls direction of firing weapons.

B Button:

Press to use machine gun and power-up items such as launcher and explosives.

A Button:

Press to throw grenades and high-power exploding grenades. Press to enter and exit tanks.



Select Button:

Press once to see the number of lives left and your score. Press again to return to the game screen.

Start Button:

Press to begin the game. Press to pause while playing the game, then press again to resume playing.

DIFFICULTY SELECTION

After you have pressed Start button, choices of Player 1 or Player 2 appear on the screen. Select one by moving Cursor or pressing Select button.

Before pressing Start button, you can select the area or level of difficulty where you would like to begin by pressing Start button while pressing either A or B button.

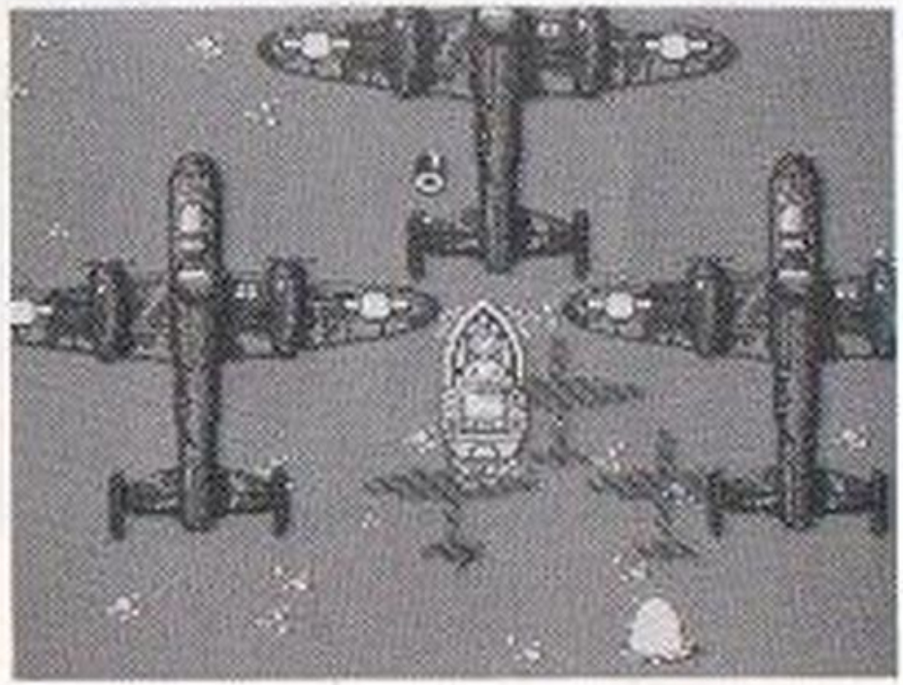
To choose the area or level of difficulty, move the cursor up or down.

To change the area and the level of difficulty press A or B button.

After making choices, press Start button to begin the game.

THE STORY

Your small island country is struggling against the cruel domination of an evil dictator. As the guerrilla leader, you and your comrade must attempt to secretly land on the shore. But the dictator's military has taken prisoners, and they are waiting to attack you!

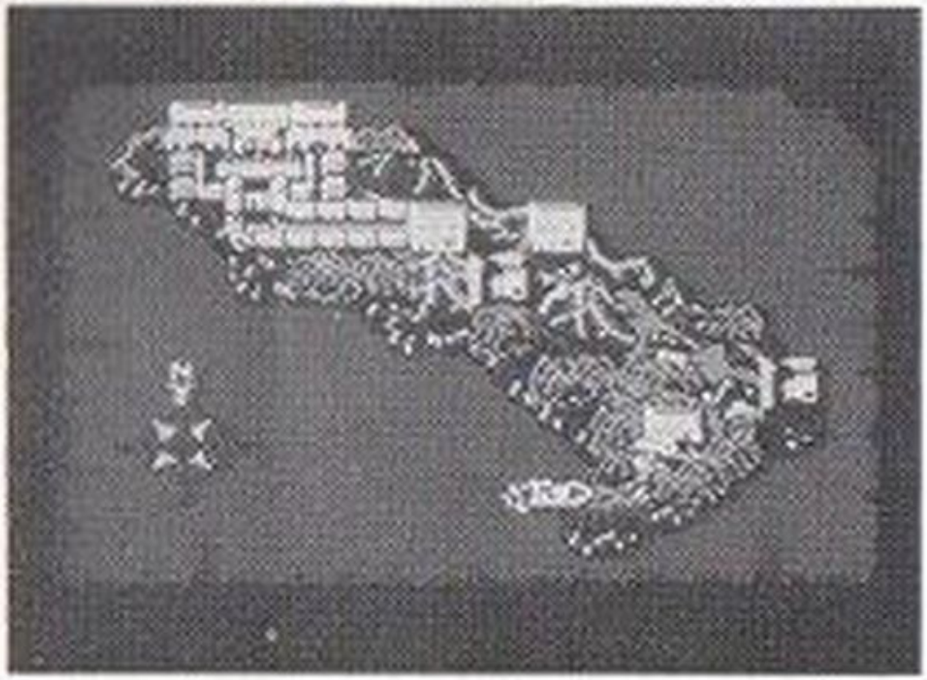


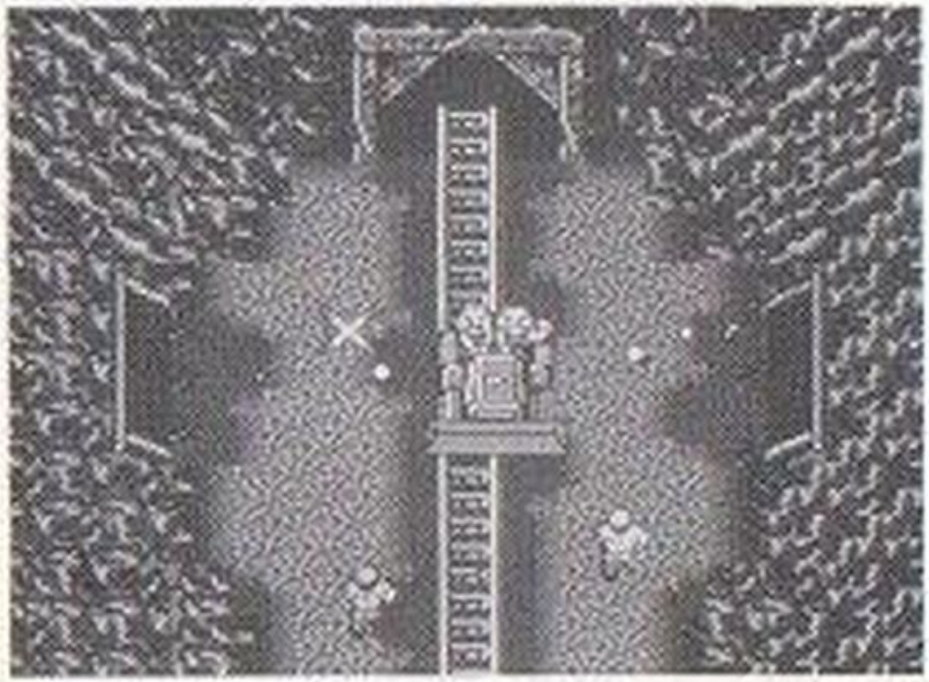
HOW TO PLAY

This is a shooting game. Two players can play simultaneously. Player 1 appears in blue, Player 2 in yellow.

Weapons that are available are machine gun and grenade. The object of the game is to destroy the enemy's Palace by saving prisoners and destroying the enemy with your weapons.

The game has 10 areas. You can begin play at any area except the last area. (See Difficulty Selection).





Your level of attack power can go up by getting power-up items after destroying red soldiers.

There is an enemy boss controlling each area. Watch out – he is waiting for you! You must eliminate him to go on to the next area.

You will die by getting hit from the enemy's bullets and you lose one life each time you die. Losing all your lives or clearing all areas means the game is over.

USING TANKS

A tank with an IN sign will appear on the screen. You can get into the tank by placing yourself on it then pressing the A button. When the tank is out of gas, it flashes from green to red then explodes. Press the A button to get out of the tank.

RESCUING PRISONERS

There are natives that have been captured by the enemy. They will show up in each area. When you save a prisoner, your score is increased by 1000 points. You will lose 500 points if you accidentally wipe out a prisoner.

STAGES OF GAMEPLAY

Stage I: Jungle
Stage II: Small Farm
Stage III: River
Stage IV: Coal Mine
Stage V: Inside Coal Mine

*Bonus stage: Play in this area is different from other areas because you are in a hand car. By using the Control Pad you can adjust your speed by pressing up or down. You also have a rope to save prisoners. Press A or B button.

Stage VI: City
Stage VII: Sewer
Stage VIII: City
Stage IX: Base
Stage X: Palace

ENEMIES

Enemy soldiers all look the same, but they appear, move and attack differently from each other.

Yellow and red soldiers hide the power up items.

Enemy tanks look the same, but some fire flames and others can rain shells.

POWER-UP ITEMS

There are nine power-up items.

Red soldiers hide these items. When you have terminated a red soldier, the items appear. Your offensive power increases by getting these items.

Launches bullets: Can destroy objects, but cannot pierce them. Flight distance is longer than that of a machine gun. Grenades can be used at the same time. Can be used until you die.

Flame-throwing: Can destroy and pierce obstacles. Flight distance is longer than that of the machine gun or a launcher (flight distance can go beyond the screen). This is effective until you die.

High-power exploding grenade: Area of exploding blast and area destroyed are bigger. This is effective until you die.

3-way bullet: Machine gun bullets split 3 ways. This is effective until you die.

Explosive: This has similar strength to launcher, but after it explodes the bullets split 3 ways.

Clearing Bomb: After you pick this symbol up, press A button. The screen flashes white and it wipes out all the enemies on the screen.

After this item is picked up, it wipes out all enemies on the screen.

Bonus Points.

You gain an extra life.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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